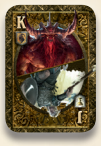
Saint Michael and the Dragon

August 1409

On mount Tombe, Satan arose to enact his vengeance. Seven centuries ago, he was utterly defeated by Saint Michael and his angel army. Satan's revenge, comes back at the form of an enormous Dragon; he is adamant on destroying the church built in 709 by Bishop Aubert to commemorate his defeat on what is now called the Mont Saint Michel. The Benedictine monks will defend their Holy chapel!



Unholy Army

The Dragon
Terror 2 - Fireproof
At any time, you may spend 2 to gain 1.
Once per activation, The Dragon can perform an extra direct shooting attack if you spend 1.
At the start of the game, receive 5 Fire tokens. When The Dragon performs a shooting attack, you may put a Fire token in the target area.
Per Unit in targeted area
Per area in targeted hex
20

The Dragon

Holy Army

Archangel Saint Michael

2 Angel

1 Bombard

Priest

2 Crossbowmen

4 Peasants

2 Sergeants-at-arms

Victory Conditions

Unholy army:
The Unholy army wins the game if any of these conditions are met before the end of the 5th round:

- The church and the *Priest* are destroyed.
- *Archangel Saint Michael* is destroyed.
- All *Crossbowmen*, *Peasants* and *Sergeants-at-arms* are destroyed or Disrupted at the end of a round.

Holy army:
The Holy army wins the game if the *Dragon* is destroyed before the end of the 5th round.

Any other outcome by the end of the 5th round results in a draw.

Rewards

The Holy army gains:

- 1 each time the *Dragon* suffers 4 Wounds during the same round.

The Unholy army gains:

- 1 for each destroyed *Crossbowmen*, *Priest* or *Bombard*.
- 1 for each destroyed or Disrupted *Angel*.
- 2 if *Archangel Saint Michael* is Disrupted.

Special rules

Board & Setup
The Sky board is made up of the Storm hex and 2 other sky hexes, chosen at random.

Unholy Army Deployment
Place the *Dragon* in any of the two Dragon deployment hexes.

Holy Army Deployment
Place the *Bombard* and the *Priest* in the fortified church. In this scenario, the bombard can enter the fortified church.
Place the *Angel* units and the *Archangel* anywhere on the map, except the hex occupied by the *Dragon* and the fortified church's hex.
Place the remainder of the units in any ground areas, except the ones occupied by the *Dragon* and the fortified church's hex.

Dragon's Hand
At the beginning of the game, the Unholy army draws 4 Legend cards, and keeps 2 of them. They must then shuffle the discarded cards into the Legend deck.

Draconic Fire
The *Dragon*'s fire is unnatural. When attempting to douse it, *Peasants* units must roll a black dice. On a Shield result, the fire is put out. On any other result, the action fails.

Mont Saint Michel's fortified church
Capacity: 3 Resistance: 3 Size: 2
(Resistance is the number of Damage tokens a building requires to become collapsed)

The church functions as a building interior as normal, however, units in the church with a shooting attack value can use shooting attacks, targeting areas further than the church's area, and with +1 maximum range.

The church's area counts as an **enemy area** for the Unholy army, even when it contains no enemy units, and can thus be targeted by any of the *Dragon*'s attacks.

When the *Dragon* performs a Shooting attack against the church's area, add 1 Red dice to its attack roll.

When the *Dragon* attacks the area containing the church, the defender must assign dice results to the church as you would with any unit. If the church is assigned a Killed result, it takes 1 Damage. Any other result can be assigned to the church, but ignore the resulting effect. In this scenario, the church can only take 1 Damage token per round from the *Dragon*'s attacks. The only way for it to take more is through resolving Fire tokens.
If the church collapses, replace it with a ruins miniature. All units inside the church suffer an individual 1 Red dice attack as normal, however, may not roll for defence.

The Church's front Walls
The fortified church is surrounded by walls, so in addition to the usual rules for walls, the Holy player may reroll one dice when defending against an attack from an adjacent area through a border containing a wall.

Wooden Structure
At the end of each round, if the church's hex contains a Fire token, all units inside the church suffer an individual 1 White dice attack without being able to defend themselves.

Power in Faith
When an attack involving *Archangel Saint Michael* is declared, the Holy side can spend 2 in order to make the Archangel immune to Terror for the duration of the attack.